

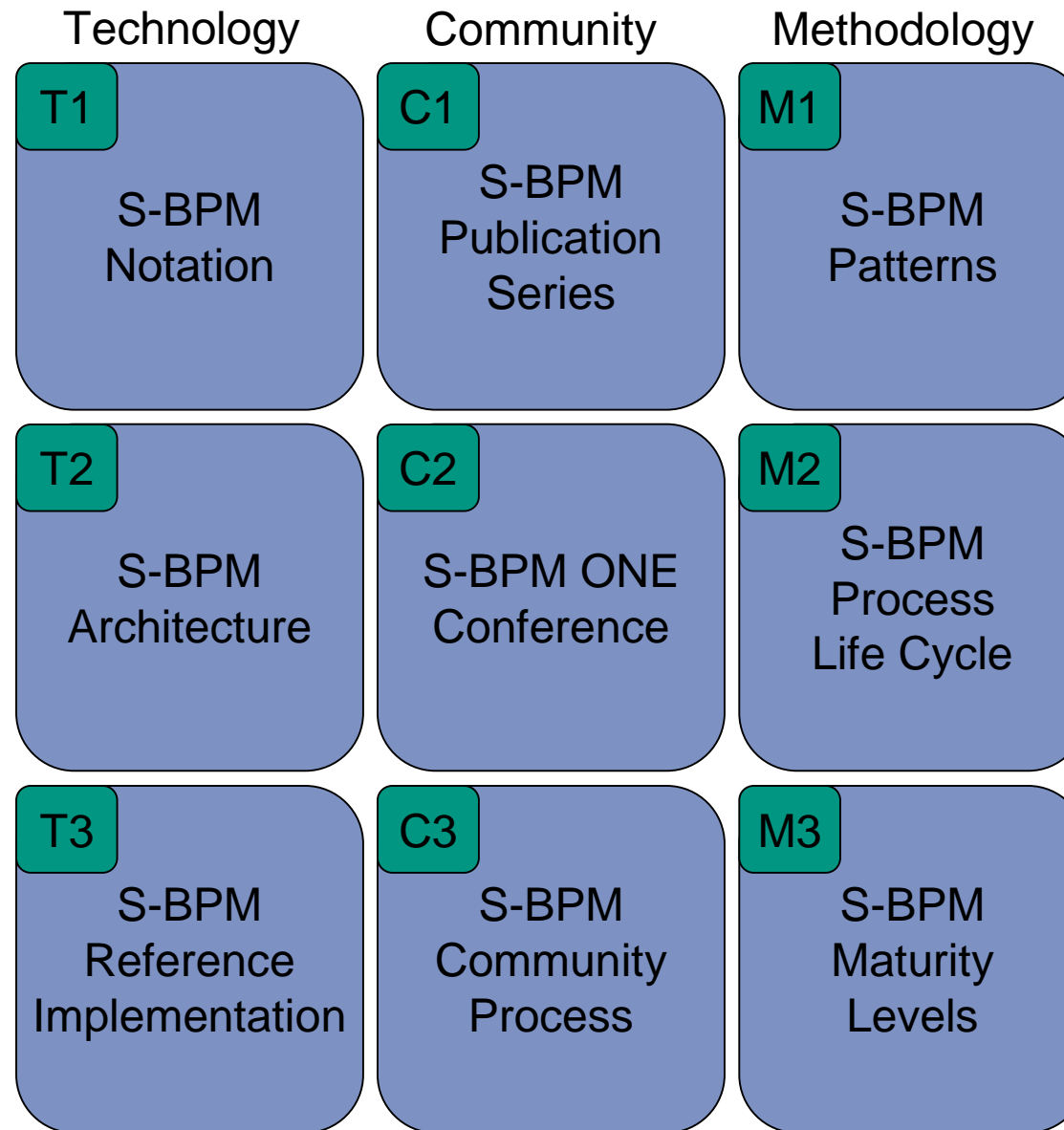
# Potential building blocks of a roadmap to S-BPM

Karlsruhe, October 22<sup>nd</sup> 2009  
Hagen Buchwald, KIT, Institute AIFB

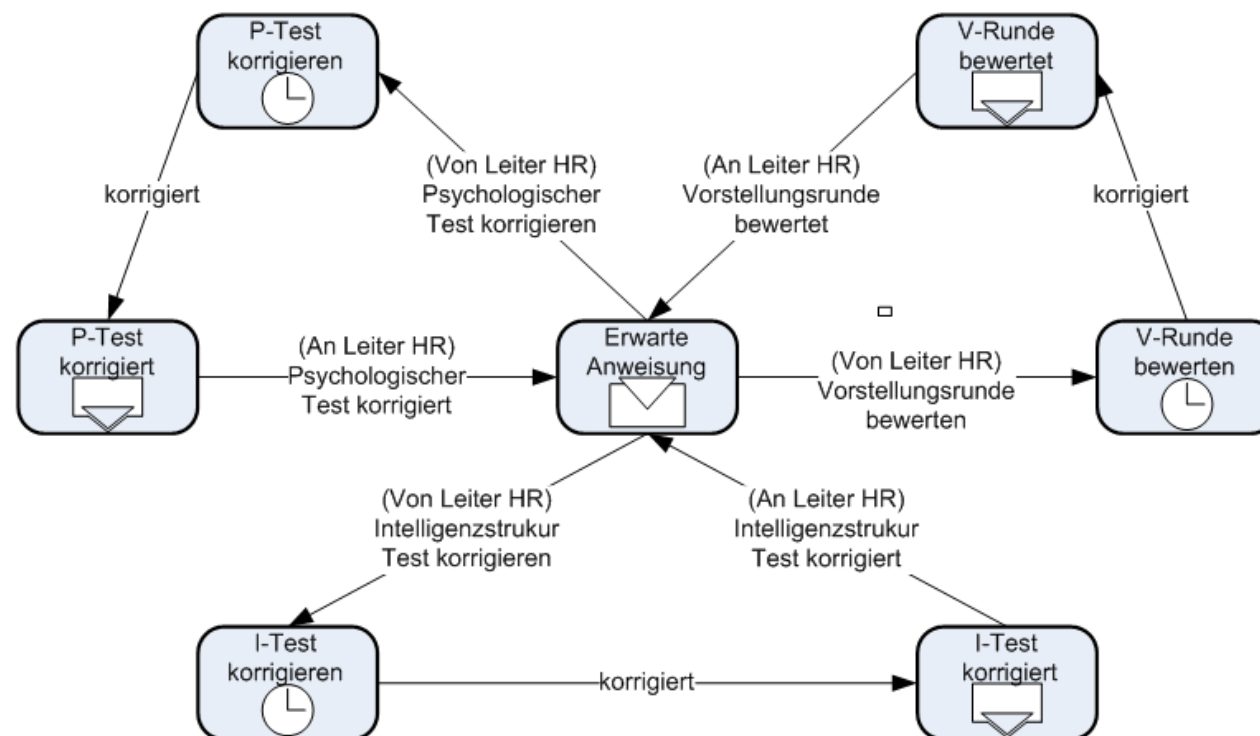
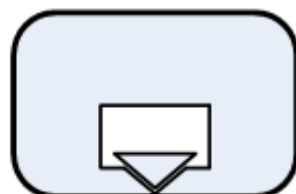
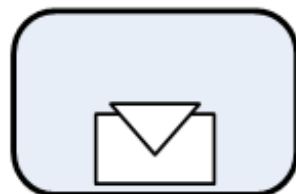
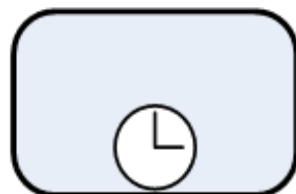
INSTITUTE OF APPLIED INFORMATICS AND  
FORMAL DESCRIPTION METHODS (AIFB)



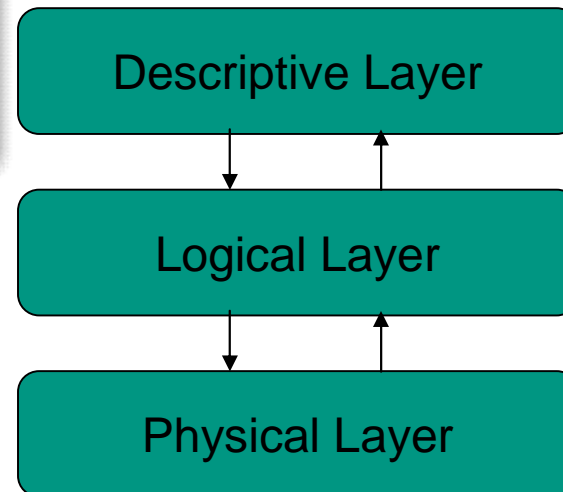
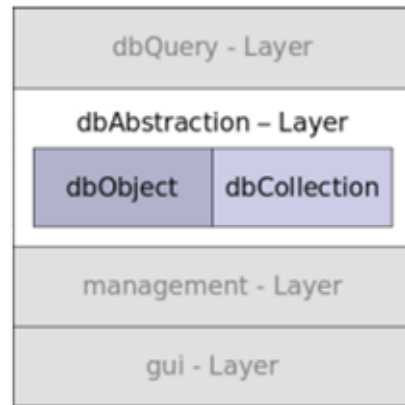
# Potential building blocks of a roadmap to S-BPM



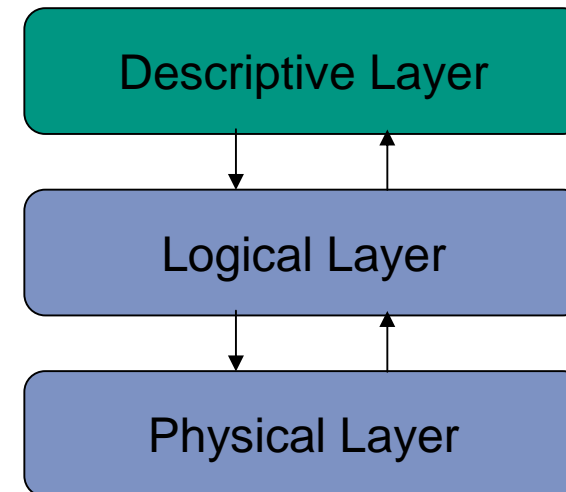
# S-BPM Notation



# S-BPM Architecture

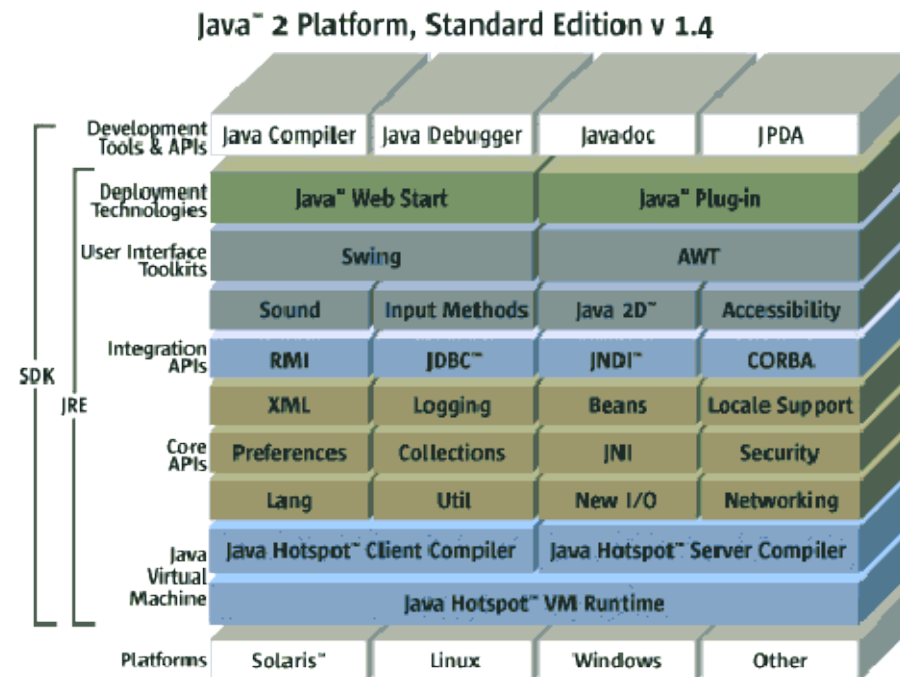


S-BPM platform A

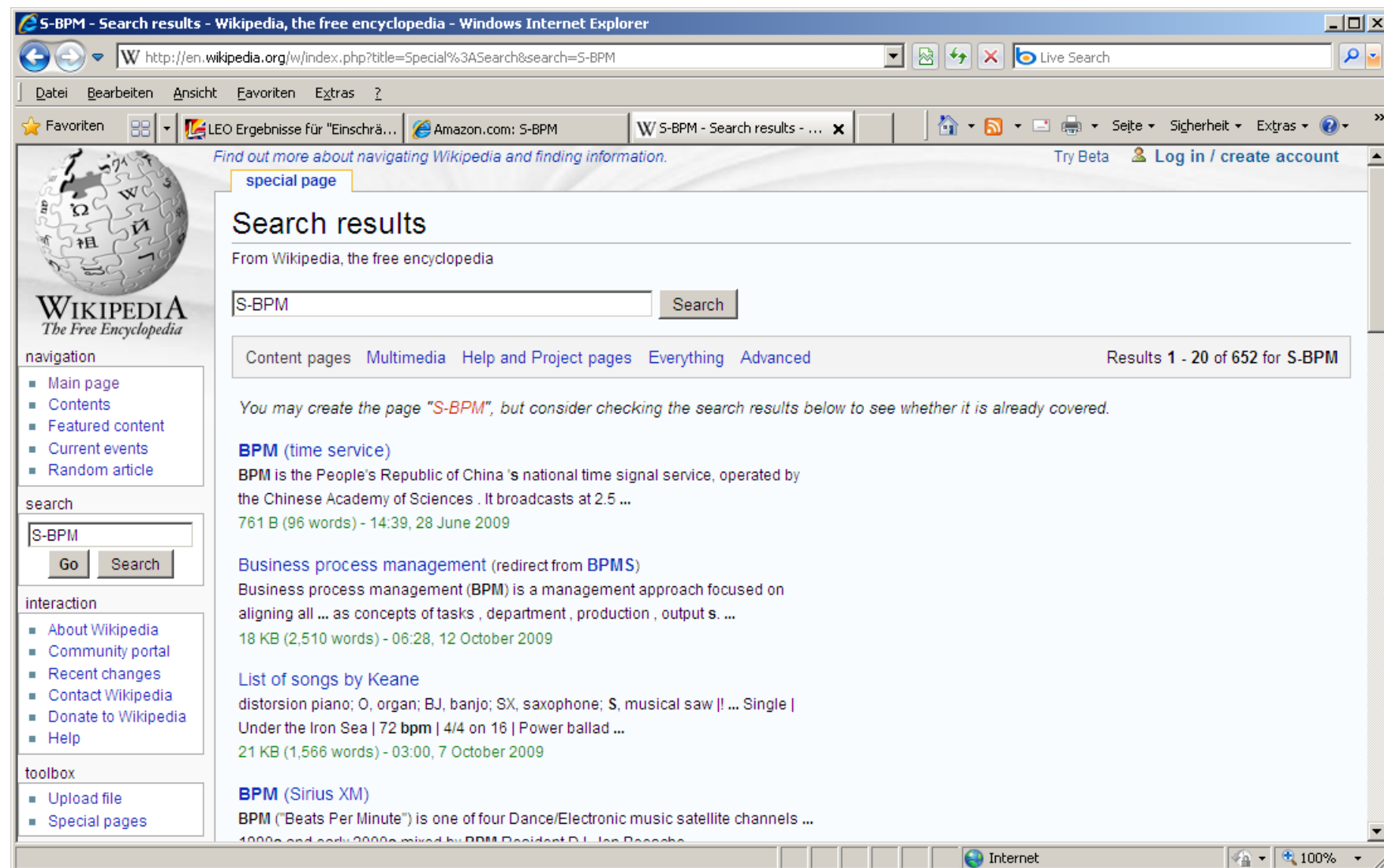


S-BPM platform B


# S-BPM Reference Implementation



# S-BPM Publication Series (i.e. Wikipedia article)



# S-BPM Publication Series (i.e. Wikipedia article)



The screenshot shows a Windows Internet Explorer browser window displaying the Wikipedia article titled "Subject-oriented programming". The address bar shows the URL "http://en.wikipedia.org/wiki/Subject-oriented\_programming". The browser's menu bar includes "Datei", "Bearbeiten", "Ansicht", "Favoriten", and "Extras". The toolbar shows various icons for navigation and search. The Wikipedia page header includes the site logo, navigation links (Main page, Contents, Featured content, Current events, Random article), a search box, and an interaction section (About Wikipedia, Community portal, Recent changes, Contact Wikipedia, Donate to Wikipedia, Help). The article content begins with the title "Subject-oriented programming" and a sub-header "From Wikipedia, the free encyclopedia". The main text defines Subject-Oriented Programming as an object-oriented software paradigm. A sidebar on the right lists "Programming paradigms" including Agent-oriented, Component-based, Concatenative, Concurrent computing, Declarative, Functional, Graph-oriented, Goal-oriented, Event-driven, and Service-oriented. The bottom of the page shows a "Contents" section with links to different parts of the article.

Subject-oriented programming - Wikipedia, the free encyclopedia - Windows Internet Explorer

http://en.wikipedia.org/wiki/Subject-oriented\_programming

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[article](#) [discussion](#) [edit this page](#) [history](#)

## Subject-oriented programming

From Wikipedia, the free encyclopedia

**Subject-Oriented Programming** is an [object-oriented software paradigm](#) in which the state (fields) and behavior (methods) of objects are not seen as intrinsic to the objects themselves, but are provided by various subjective perceptions ("subjects") of the objects. The term and concepts were first published in September 1993 in a conference paper<sup>[1]</sup> which was later recognized as being one of the three most influential papers to be presented at the conference between 1986 and 1996<sup>[2]</sup>. As illustrated in that paper, an analogy is made with the contrast between the philosophical views of [Plato](#) and [Kant](#) with respect to the characteristics of "real" objects, but applied to software ones. For example, while we may all perceive a tree as having a measurable height, weight, leaf-mass, etc., from the point-of view of a bird, a tree may also have measures of relative value for food or nesting purposes, or from the point-of-view of a tax-assessor, it may have a certain taxable value in a given year. Neither the bird's nor the tax-assessor's additional state information need be seen as intrinsic to the tree, but are added by the perceptions of the bird and tax-assessor, and from Kant's analysis, the same may be true even of characteristics we think of as intrinsic.

Subject-oriented programming advocates the organization of the [classes](#) that describe [objects](#) into "subjects", which may be composed to form larger subjects. At points of access to fields or [methods](#), several subjects' contributions may be composed. These points were characterized as the join-points<sup>[3]</sup> of the subjects. For example, if a tree is cut-down, the methods involved may need to join behavior in the bird and tax-assessor's subjects with that of the tree's own. It is therefore fundamentally a view of the compositional nature of software development, as opposed to the algorithmic (procedural) or representation-hiding (object) nature.

**Contents** [\[hide\]](#)

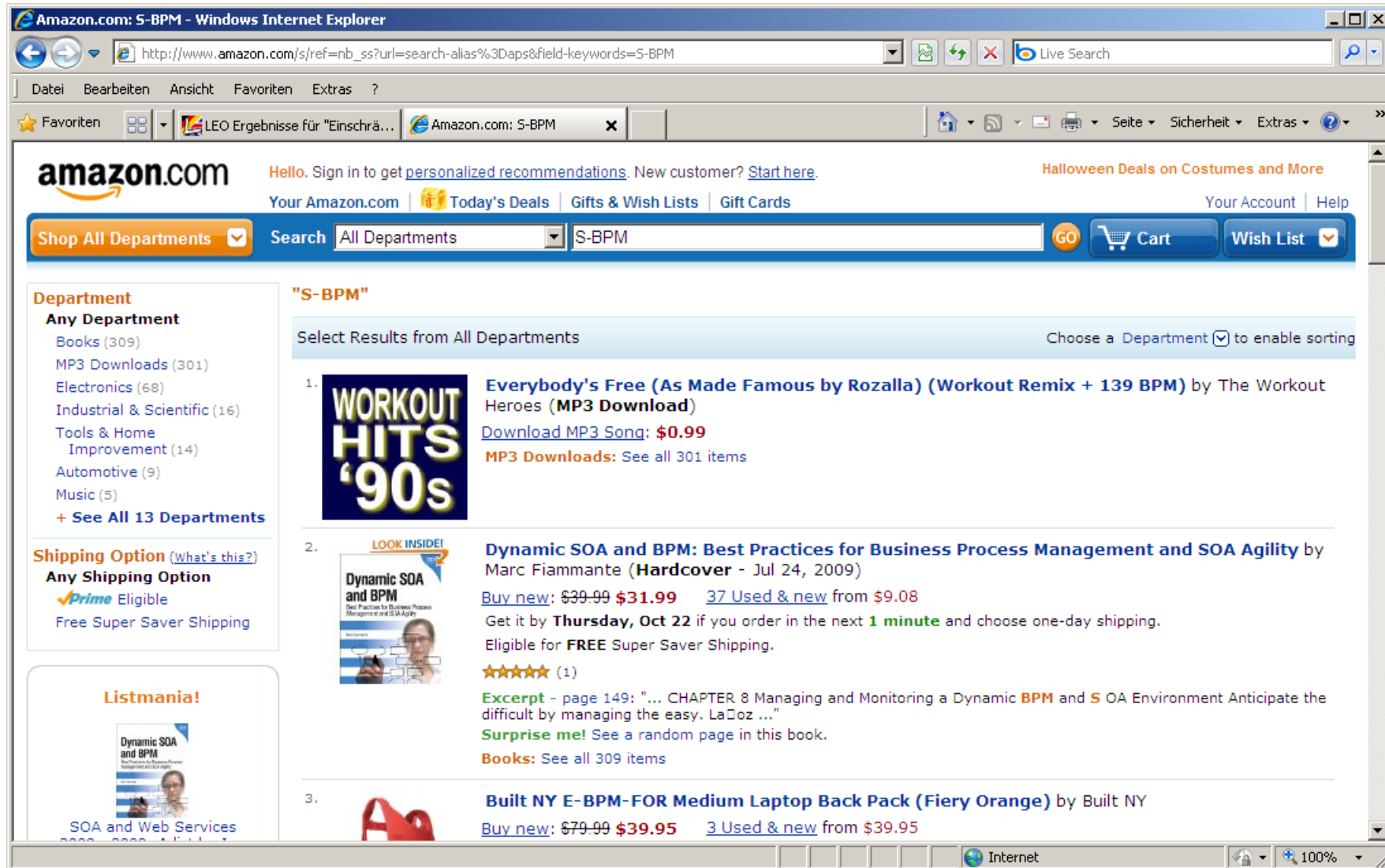
- 1 Relationship to Aspect-Oriented Programming
- 2 Relationship to Aspect-Oriented Software Development
- 3 Multi-Dimensional Separation of Concerns, HyperLand and the Concern Manipulation Environment

**Programming paradigms**

- [Agent-oriented](#)
- [Component-based](#)
  - [Flow-based](#)
  - [Pipeline](#)
- [Concatenative](#)
- [Concurrent computing](#)
- [Declarative \(contrast: Imperative\)](#)
  - [Functional](#)
    - [Dataflow](#)
      - [Cell-oriented \(spreadsheets\)](#)
      - [Reactive](#)
- [Graph-oriented](#)
- [Goal-oriented](#)
  - [Constraint](#)
    - [Logic](#)
      - [Constraint logic](#)
      - [Abductive logic](#)
      - [Inductive logic](#)
- [Event-driven](#)
- [Service-oriented](#)



# S-BPM Publication Series (i.e. Book series)



The screenshot shows a Windows Internet Explorer browser window displaying the Amazon.com search results for the query "S-BPM". The browser's address bar shows the URL: [http://www.amazon.com/s/ref=nb\\_ss?url=search-alias%3Daps&field-keywords=S-BPM](http://www.amazon.com/s/ref=nb_ss?url=search-alias%3Daps&field-keywords=S-BPM). The Amazon.com header includes the logo, a greeting, and navigation links like "Your Amazon.com", "Today's Deals", "Gifts & Wish Lists", and "Gift Cards". The search bar contains the text "S-BPM".

On the left sidebar, under "Department", there is a list of categories: Books (309), MP3 Downloads (301), Electronics (68), Industrial & Scientific (16), Tools & Home Improvement (14), Automotive (9), and Music (5). Below this, there is a "Shipping Option" section indicating "Prime Eligible" and "Free Super Saver Shipping".

The main content area displays the search results for "S-BPM". The first result is "Everybody's Free (As Made Famous by Rozalla) (Workout Remix + 139 BPM)" by The Workout Heroes, available as an MP3 download for \$0.99. The second result is the book "Dynamic SOA and BPM: Best Practices for Business Process Management and SOA Agility" by Marc Fiammante, published on July 24, 2009, in hardcover. The book is priced at \$31.99 (down from \$39.99) and is available with free shipping. An excerpt from page 149 is provided, discussing managing and monitoring a dynamic BPM and SOA environment. The third result is a "Built NY E-BPM-FOR Medium Laptop Back Pack (Fiery Orange)" by Built NY, priced at \$39.95 (down from \$79.99).



# S-BPM ONE

## S-BPM ONE 2009

**S-BPM ONE 2009 – the subjectoriented BPM Conference**  
Karlsruhe Institute of Technology (KIT), AudiMax, Room A + B  
October, 22<sup>nd</sup> 2009, 8.30 a.m. – 6.00 p.m.

Invitation by KIT, Institute AIFB and jCOM1 AG, Germany

**Objective:** Constitutional convention to establish a new annual international conference on the topic “Subject oriented Business Process Management (S-BPM)”

**Participants:** 20 – 30 international representatives of science and economy  
**Location:** Karlsruhe Institute of Technology (KIT), Karlsruhe, Germany  
**Host:** Prof. Dr. D. Seese, KIT, Institute AIFB

8.30 a.m. – 9.00 a.m.	<b>Welcome Coffee</b>	Room B
9.00 a.m. – 9.45 a.m.	<b>Key Note</b> Prof. Dr. L. Heuser, SAP Research	Room A
9.45 a.m. – 11.30 a.m.	<b>Why S-BPM? – 5 points of view</b> 5 power speeches of participants <ul style="list-style-type: none"> <li>Hagen Buchwald, KIT, Institute AIFB <b>The Power of as-is processes</b></li> <li>Dr. Christian Fichtenbauer, University of Linz <b>The missing link between individuals and machines in regard to truth</b></li> <li>Prof. Dr. Werner Schmidt, HS Ingolstadt <b>SOUL initiative</b></li> <li>Dr. Erwin Aitenbichler, TU Darmstadt <b>Application of Subject-oriented Modeling in Automatic Service Composition</b></li> <li>Prof. Zinser, Prof. Singer, FH Joanneum Graz <b>S-BPM in research and education</b></li> </ul>	Room A
11.30 a.m. – 12.00 a.m.	<b>Power Speeches Panel Discussion</b> moderated by Prof. Dr. D. Seese, KIT, AIFB	Room A
12.00 a.m. – 1.00 p.m.	<b>Lunch</b>	KIT “update”
1.00 p.m. – 1.45 p.m.	<b>What is S-BPM?</b> Dr. A. Fleischmann, jCOM1	Room A
1.45 p.m. – 2.30 p.m.	<b>Case Study I : Process as a Service</b> A. Kramm, VALIAL Solutions	Room A
2.30 p.m. – 3.15 p.m.	<b>Case Study II : AST – Order Control Process</b> G. Konjack, M. Heckmaier, FITS	Room A
3.15 p.m. – 3.45 p.m.	<b>Coffee Break</b>	Room B
3.45 p.m. – 4.30 p.m.	<b>Potential building blocks of a roadmap to S-BPM</b> H. Buchwald, KIT, Institute AIFB	Room A

4.30 p.m. – 5.20 p.m.	<b>S-BPM – so what? – 5 points of view</b> World Café with all participants, moderated by Prof. Dr. Christian Sary, JKU Linz	Room A
5.20 p.m. – 5.50 p.m.	<b>Power Presentation per Table</b> Prof. Dr. Christian Sary, JKU Linz and Table Owners	Room A
5.50 p.m. – 6.00 p.m.	<b>Epilogue</b> Prof. Dr. D. Seese, KIT, Institute AIFB	Room A
7.00 p.m. – 9.00 p.m.	<b>Conference Dinner at Renaissance Hotel</b>	

**Contact:**  
KIT: Hagen Buchwald, [hagen.buchwald@kit.edu](mailto:hagen.buchwald@kit.edu)  
jCOM1: Dr. Albert Fleischmann, [albert.fleischmann@jcom1.com](mailto:albert.fleischmann@jcom1.com)

The Renaissance Hotel is within walking distance to the AudiMax (approx. 15 minutes to walk).



# S-BPM Community Process

## Java Community Process

From Wikipedia, the free encyclopedia

The **Java Community Process** or **JCP**, established in 1998, is a formalized process that allows interested parties to get involved in the definition of future versions and features of the [Java platform](#).



The JCP involves the use of **Java Specification Requests** (JSRs) — the formal documents that describe proposed specifications and technologies for adding to the Java platform. Formal public reviews of JSRs take place before a JSR becomes *final* and the **JCP Executive Committee** votes on it. A final JSR provides a *reference implementation* that is a free implementation of the technology in source code form and a *Technology Compatibility Kit* to verify the *API* specification.

A JSR describes the JCP itself. As of 2006, JSR 215 describes the current version (2.6) of the JCP.

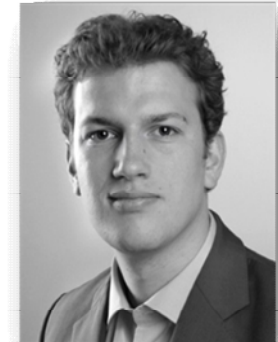
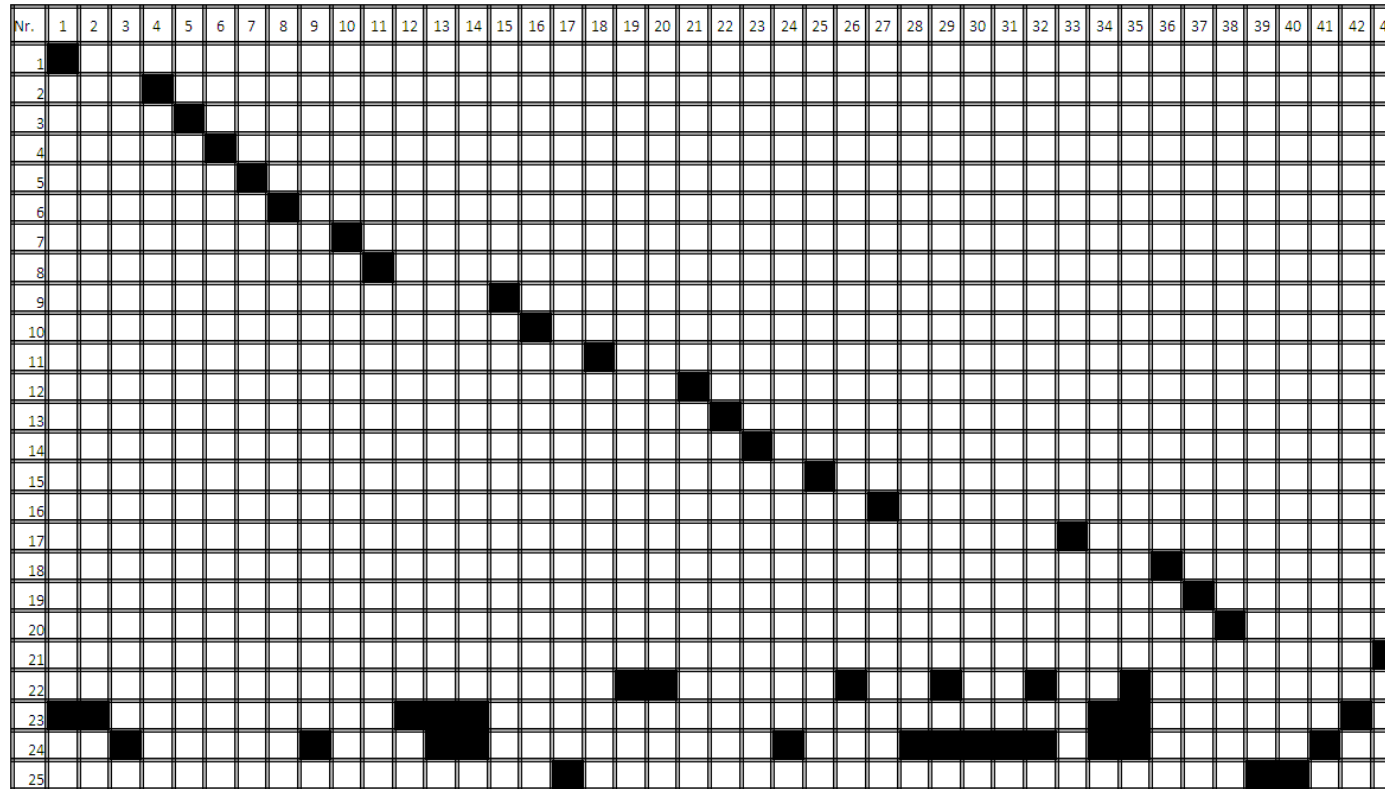
### List of JSRs

[\[edit\]](#)

There are over 300 JSRs. Some of the more visible JSRs include:

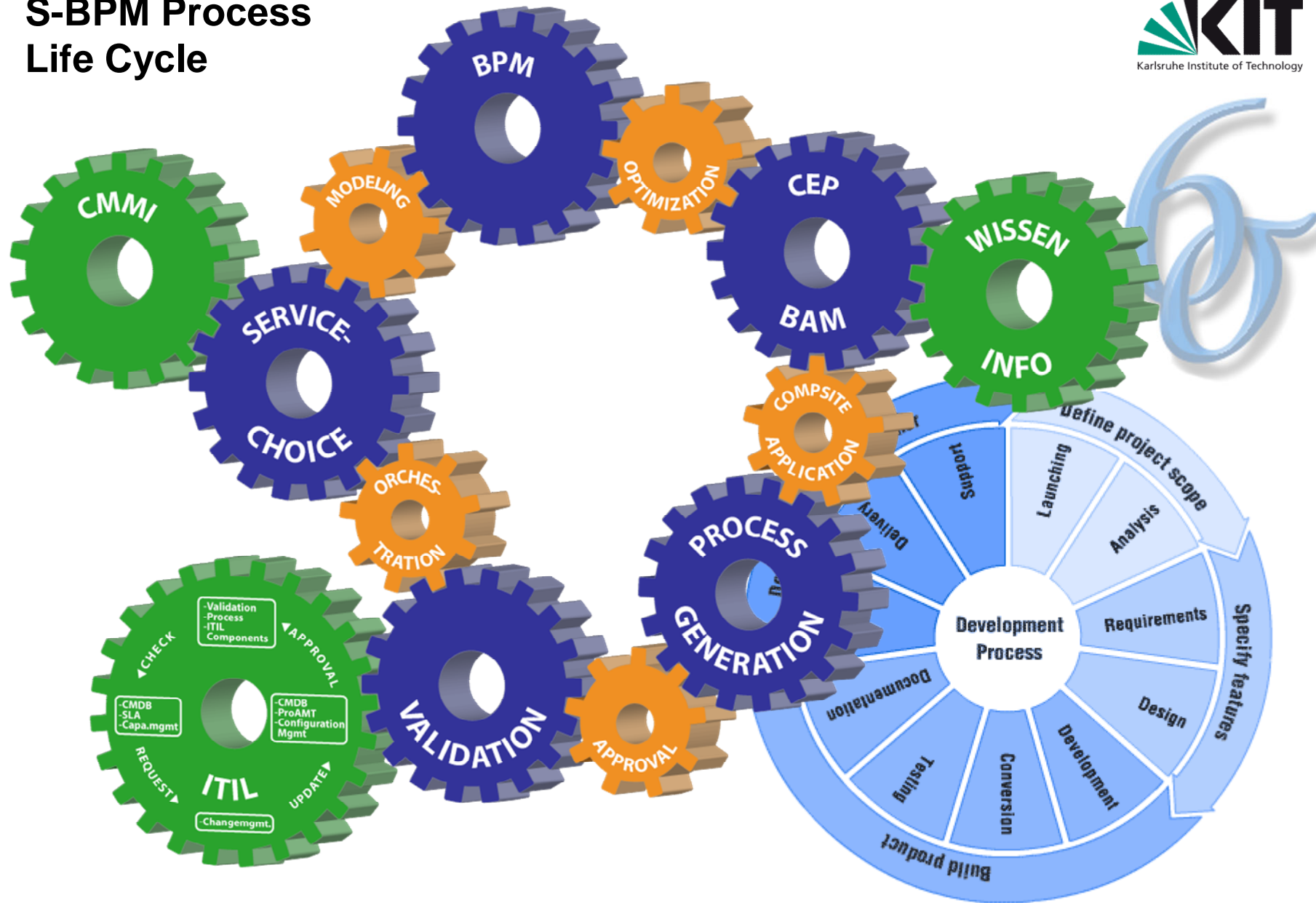
JSR #	Specification or Technology
1 	<a href="#">Real-Time Specification for Java (RTSJ) 1.0</a>
3 	<a href="#">Java Management Extensions (JMX) 1.0, 1.1, &amp; 1.2<sup>[1]</sup></a>

## S-BPM Patterns



- Nils Tölle and Norbert Graef showed in their Bachelor-Thesis 2009, that it is possible to reduce van der Aalst's 43 workflow patterns to 25 S-BPM patterns.

# S-BPM Process Life Cycle



# OOP Maturity Levels Bertrand Meyer, Object-Oriented Software Construction, 1986.



b

**Level 7**

## Multiple inheritance

You may declare classes which inherit from more than one parent class.

b

**Level 6**

## Polymorphism and dynamic binding

Elements of a system may reference objects of more than one class, and routines may have different implementations in different classes.

b

**Level 5**

## Inheritance

A class can be defined as an reduction or extension of another class.

b

**Level 4**

## Classes

Classes are implementations of abstract data types (ADTs).

b

**Level 3**

## Garbage collection

Unreferenced objects should be deallocated automatically by the underlying runtime system.

b

**Level 2**

## Data abstraction

Objects must be described as implementations of abstract data types (ADTs).

b

**Level 1**

## Objectbased, modular structure

Systems a modularized based on their data structures.

b

## Level 7

### Multiple inheritance

You may declare classes which inherit from more than one parent class.

b

## Level 6

### Polymorphism and dynamic binding

Elements of a system may reference subjects of more than one class, and behaviour may have different implementations in different classes.

b

## Level 5

### Inheritance

A class can be defined as an reduction or extension of another subject.

b

## Level 4

### Classes

Classes are implementations of abstract state machines (ASMs).

b

## Level 3

### Linear scalability

The more cores the underlying hardware offers, the more subjects can act in parallel in order to respond to higher market demand.

b

## Level 2

### Behaviour abstraction

Subjects must be described as implementations of abstract state machines (ASMs).

b

## Level 1

### Subjectbased, modular structure

Systems a modularized based on their subject's behaviour (habits).